[0193] In an alternative embodiment a bend in the opposite direction is associated with the function REJECT so that a user can eject the call by banding the phone in the opposite direction.

[0194] In one embodiment the user interface is configured to answer an incoming call by detecting a first bend which is associated with a function of unlocking the call functionality and then to detect a second action to accept the call. In this embodiment an incoming call is answered by a user by first bending the device a bit to unlock it and then for example pressing an answer button to answer the incoming call. This way user can avoid answering calls accidentally as a device might bend accidentally in a user's pocket and answer the call.

[0195] In one embodiment such an unlocking functionality is coupled with a position of a finger. For example, a delete function is good example of a function that should not be executed accidentally. Deleting an item on display would be performed by selecting a corresponding graphical object using a foldline and then tapping a delete button simultaneously with a finger.

[0196] FIG. 8 shows a flowchart of an embodiment of accepting an incoming call. A phone is in an idle state in a step 800 when it detects an incoming call in a step 810. Information about the incoming call, be it visual, audible or tactile, is output in an optional step 615. The controller then detects a bend in step 820 and determines an associated function in step 830. The function is then executed in step 840. In the example above the incoming call has been answered. As an alternative the controller keeps on executing the associated function until a release event is detected in a step 850 upon which the phone returns to the idle state 800. In the example above the cal is thus ongoing as long as the phone is kept bent and the call is ended as the phone is released signifying the action to hang up.

[0197] It should be noted that in one embodiment the shape of the bend is associated with a function in itself.

[0198] In the prior art it is known to pair two devices, possibly through a Bluetooth™ connection or a Wireless Fidelity, WiFi, connection. The action of paring the two devices often requires that a menu structure is accessed to find the correct option to pair and then that some form of identification and also validation is communicated between both the devices and the users.

[0199] In one embodiment the pairing of two devices can be achieved by a pre-specified bend that is associated with the function of finding other devices looking for a pairing partner. The pre-specified bend can also be dependent on a graphical object that is associated with the pairing function so that the pairing function is executed as the pre-specified bend creates a foldline (possibly one of a plurality) that intersects the associated graphical object.

[0200] The shape of the bend acts either of or both as a means to identify and also to validate a device. In one embodiment an 'S'-shape indicates that the device should be paired with a device belonging to a (pre-specified) user named "Susanna". In one embodiment the 'S'-shape is used to validate the connection between two devices by bending the device into an 'S', the 'S' signifying "Secure".

[0201] It should be noted that these are just examples of shapes and associated functions and should not be construed as limiting and that other possibilities and variations are also included in the teachings herein.

[0202] In one embodiment the shape is predetermined and associated with the pairing function where the shape is a default shape.

[0203] In one embodiment the shape is varied to allow the device to search for a pairing device having the same shape.

[0204] In one embodiment the shape is indicative of a validation where the two devices need to assume the correct bending shape for the connection to be validated.

[0205] It should be noted that while two devices are paired a bending action of one device may control the other device.

[0206] In one embodiment the series of bends and assumed shapes is used to trigger the associated functionality of paring with a device or to identify or validate a device.

[0207] FIG. 9 shows a flowchart of a method incorporating such a pairing method in a device such as has been described above. In a first step 900 a bend is detected and in a second step 920 the pairing is initiated. The shape of the bend is determined in a step 930 and a search for matching pairing devices is initiated in a step 940. If a match is found in step 950 the two devices are paired. If not the search continues in step 940. The matching can be based on a specific shape that needs to be matched by the other device or by the device assuming a default position. The default position may be different from device to device and from previously connected devices to indicate which device should be paired. For example an 'S'-shape may indicate to pair with a device belonging to Sara and an 'L'-shape may indicate to pair with a device belonging to Larry.

[0208] In one embodiment the device is arranged to find a point of interest as an associated function. By associating a specific shape with an institution such as a restaurant, a department, an activity or other a search for the associated institution can be initiated as a bend and the associated shape is detected. The shapes can be defined to imitate everyday item making the feature easy to remember and to use. FIG. 10 shows an array of various forms and their respective meaning and table 2 lists the associated institutions.

[0209] In one embodiment the pre-specified shape is also associated with a movement. The device is arranged with a movement detector such as an accelerometer or a gyroscope or other well-known motion detector. As a pre-specified shape is detected and followed by the detection of a pre-specified movement an associated function is executed. This provides for further possibilities of uniquely identifying a function using real life similarities. For example folding the device into a can-like shape and raising it can execute the function of finding a place to drink beer while folding the device into a can-like or handle-like shape and swinging it will execute the function of finding a place to play sports such as tennis or squash.

[0210] Another example is to fold the device into a phone-like shape and raising it to ones ear which will execute an answering incoming call function.

[0211] FIG. 10a shows a device having been bent to resemble a can, possibly used to hold beer or soda. The associated institution is according to table 2 a bar or a pub. A search will thus be performed for a bar or a pub either a specific franchise or any bar or pub in the neighborhood.

[0212] FIG. 10b shows a device having been bent to resemble a bowl. The associated institution is according to table 2 a restaurant. A search will thus be performed for a restaurant either a specific franchise or any restaurant in the neighborhood.